Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** (Column 1) (Column 2) TYPE [**SMALL ENTITY** OR · TOTAL CLAIMS RATE · FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA **BASIC FEE** 355.00 BASIC FEE 710.00 ΟŔ TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X40 =X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL STATE OF WALLE CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY SMALL ENTITY OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL AFTER **PREVIOUSLY** : EXTRA AMENDMENT FEE PAID FOR AMENDM Total Minus '·X\$ 9= X\$18= OR Independent ! Minus = X80= X40 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM ∓135= +270= OR TOTAL OR ADDIT. FEE ADDIT. FEE 1.0 想著小学 医海绵炎 (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER PRESENT ENT RATE TIONAL TIONAL **AFTER PREVIOUSLY** RATE **EXTRA AMENDMENT** PAID FOR FEE FEE AMENDM Total : . . Minus X\$ 9=X\$18= OR Independent Minus X40 =X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT ENT TIONAL **AFTER PREVIOUSLY** RATE **RATE** TIONAL **EXTRA AMENDMENT** PAID FOR **FEE** FEE ENDM Total Minus X\$ 9= X\$18= OR Independent Minus X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

OR

+270=

ADDIT, FEE

TOTAL

+135=

ADDIT. FEE

TOTAL

^{**} If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."